

FIG. 1

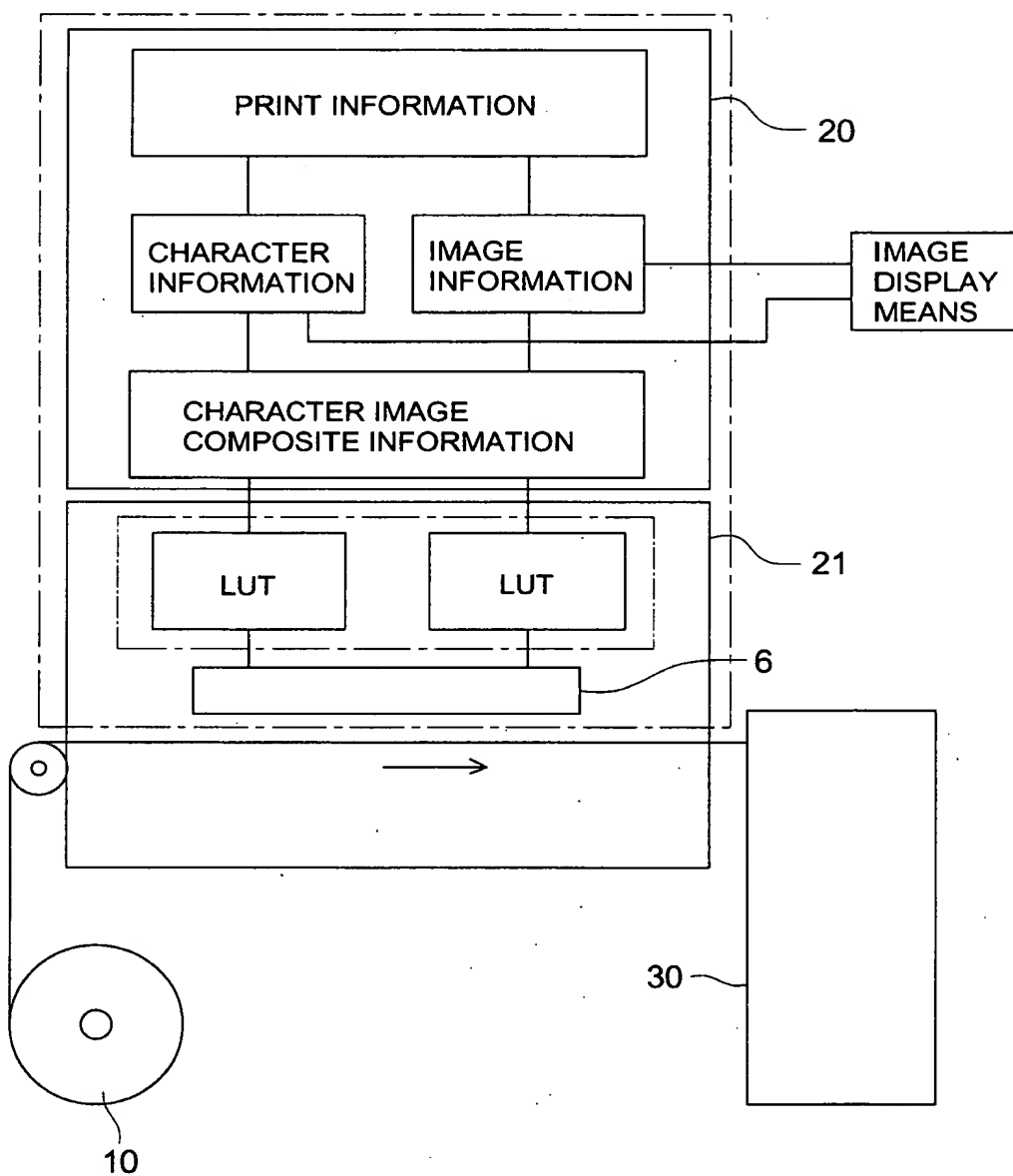
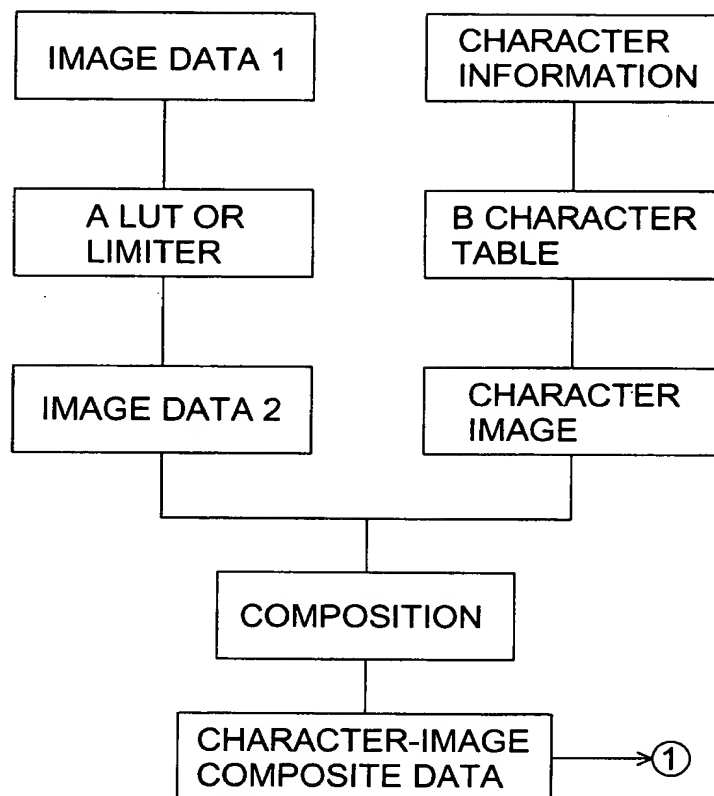


FIG. 2



00520-993990

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graph TD
    Start((1)) --> A[COMPOSITION IMAGE]
    A --> B{CHARACTER}
    B -- YES --> D[C CHARACTER TABLE OR LUT]
    B -- NO --> C[LUT FOR IMAGE]
    D --> C
    C --> E[EXPOSURE CONTROL DATA]
    E --> F[PRINT BY EXPOSURE CONTROL DATA]
  
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graph TD; A[LUT FOR IMAGE] --- D[COMPOSITE LUT]; B[TABLE FOR CHARACTER OR LUT] --- D; D -.-> E[COMPOSITE LUT]; C((1)) -.-> F[IMAGE]; F --- E; E --- G[EXPOSURE CONTROL DATA]
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The diagram illustrates the system architecture. It features three input blocks at the top: 'LUT FOR IMAGE', 'TABLE FOR CHARACTER OR LUT', and 'IMAGE'. The first two blocks are connected by a solid line to a 'COMPOSITE LUT' block. A dashed arrow labeled 'D' also points from this 'COMPOSITE LUT' block to another 'COMPOSITE LUT' block. The 'IMAGE' block is connected by a solid line to this second 'COMPOSITE LUT' block. A circled number '1' with a dashed arrow points to the 'IMAGE' block. Finally, the second 'COMPOSITE LUT' block is connected by a solid line to the 'EXPOSURE CONTROL DATA' block.

FIG. 5 (1)

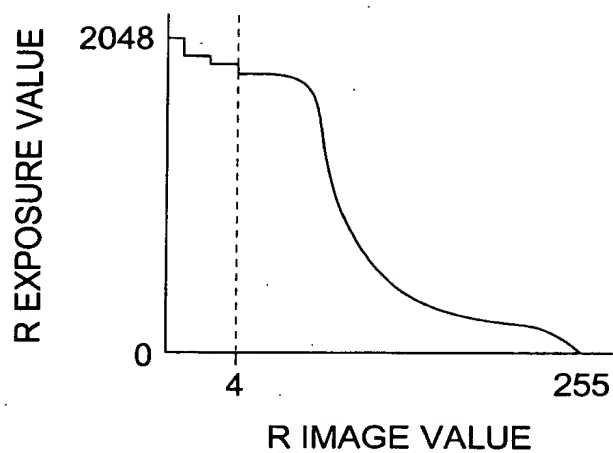


FIG. 5 (2)

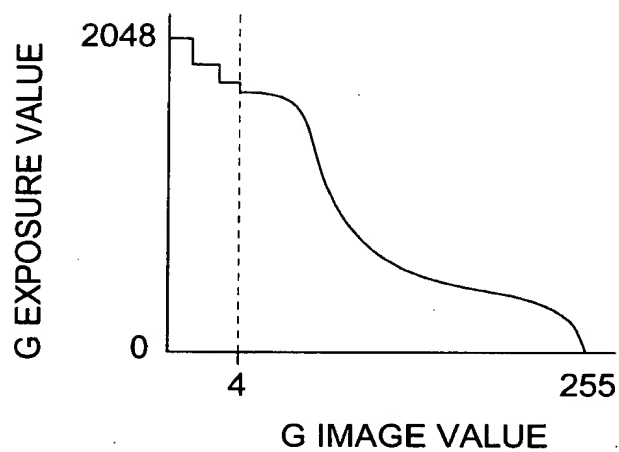


FIG. 5 (3)

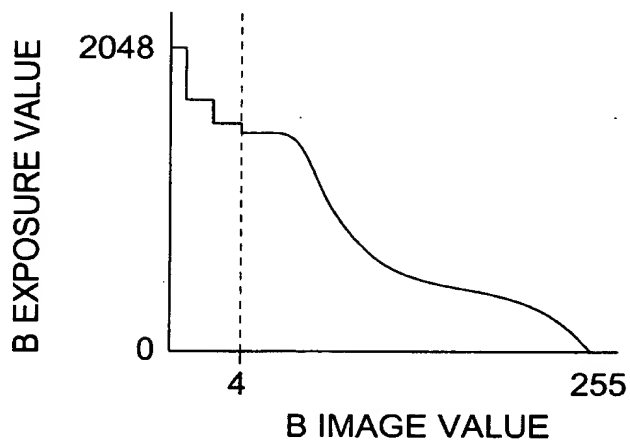
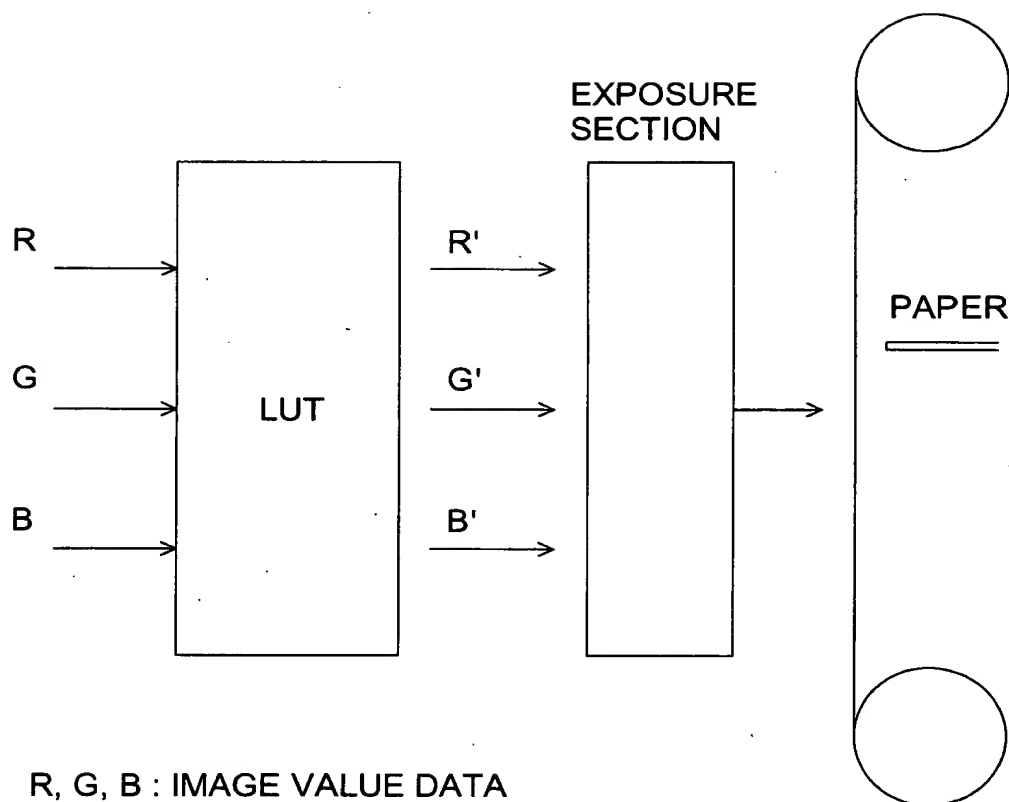


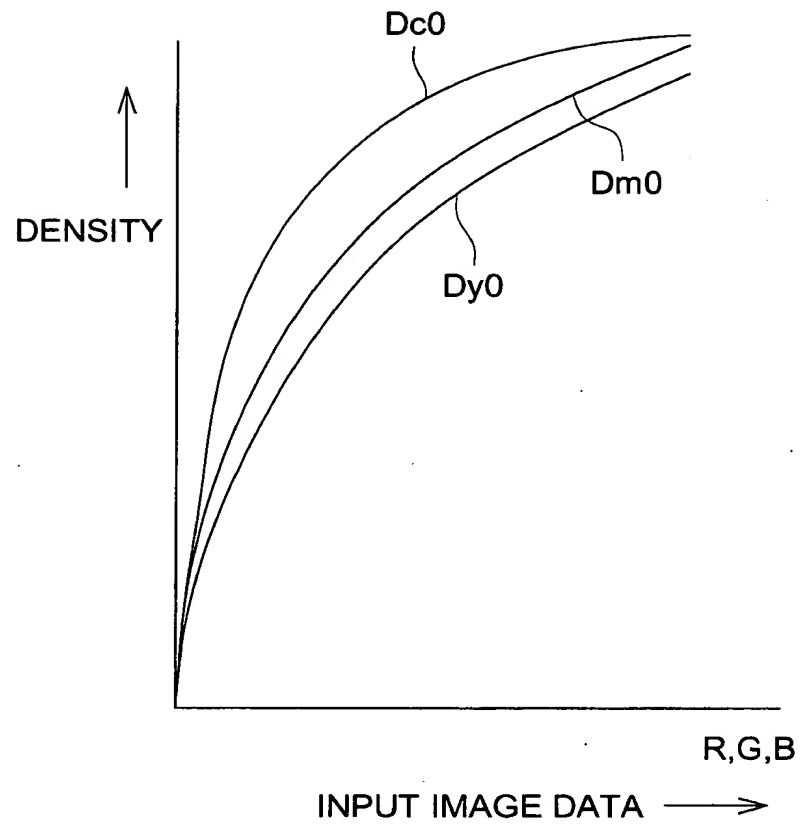
FIG. 6



R, G, B : IMAGE VALUE DATA

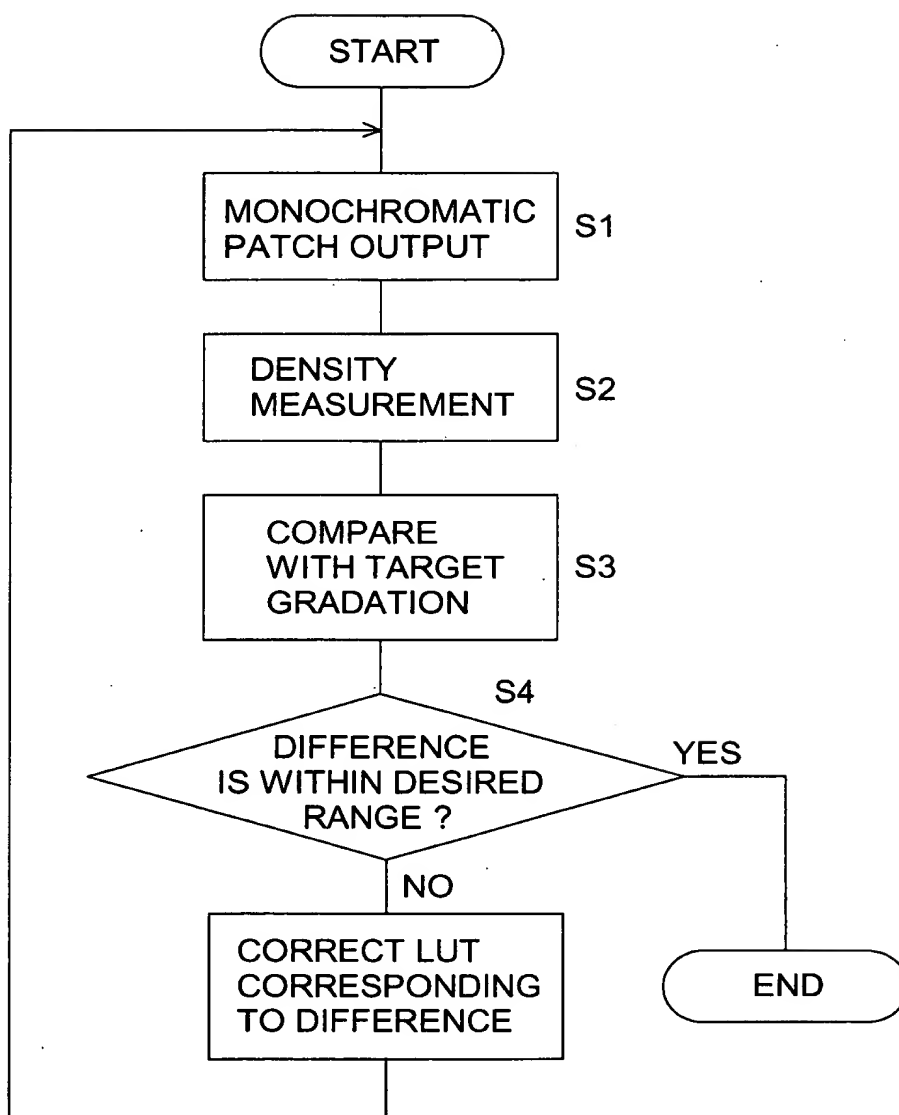
R',G',B' : EXPOSURE CONTROL VALUE DATA

FIG. 7



005250-598990

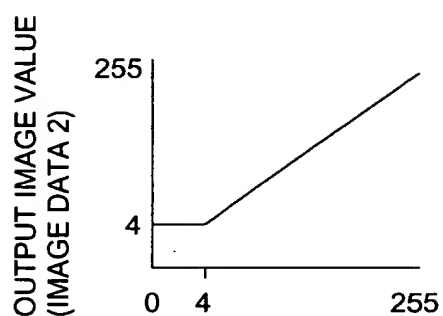
FIG. 8



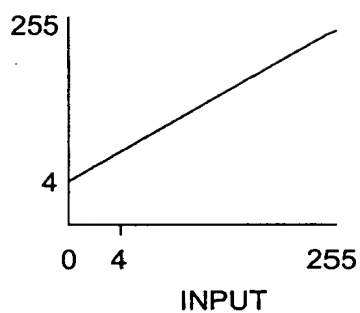
009260-9988960

FIG. 9

EXAMPLE OF A LUT
EXAMPLE 1:



EXAMPLE 2:



INPUT IMAGE VALUE (IMAGE DATA 1)

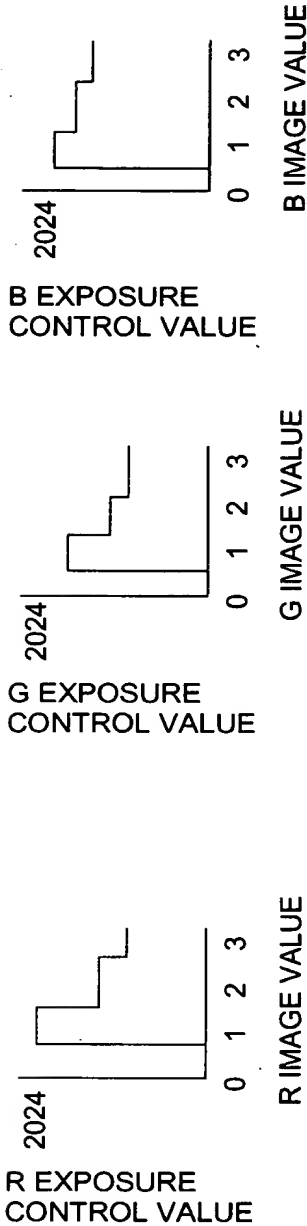
THIS EXAMPLE HAS THE SAME FUNCTION AS LIMITER OF A

005260-59339900

004260-998990

FIG. 10

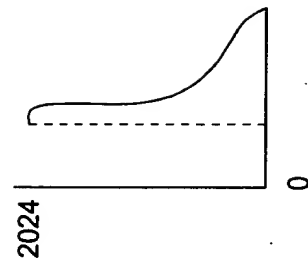
EXAMPLE OF C CHARACTER LUT



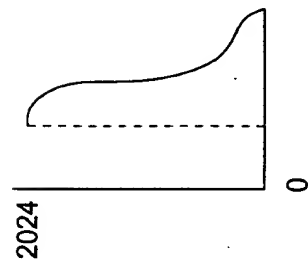
003260-99889360

FIG. 11

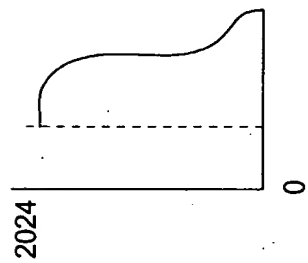
EXAMPLE OF LUT FOR IMAGE



B EXPOSURE
CONTROL VALUE



G EXPOSURE
CONTROL VALUE



R EXPOSURE
CONTROL VALUE